

Feedback from the Community Scrabble group

General writing tips:

Try to read every sentence once it has been written. Does it sound right? Many of the sentences in your report look like they have been written in “stream of consciousness”. This makes some sentences very long and somewhat hard to make sense out of. A good tip is to make the sentences as short as possible. If a sentence can be split into parts it probably should be. We recommend spending some time to read through the report after it is finished to remove the most severe spelling mistakes. Doing this makes the report easier and more enjoyable to read.

About the Structure of the Report

Your index page was nice although some of the links doesn't seem to be working properly for some of us. We would however have liked to see a standalone front page without index since that would have looked a lot cleaner and given a better overview. You don't seem to have discussed your problem space, page 46 in the course book, anywhere in your report. The problem space is supposed to describe what challenges you want to tackle and how your solution is an answer to those challenges, it should also discuss in more detail who your user group is. The article references given are vague and could and should have been more related to what you do in the text.

Introduction:

Good introduction. We immediately understood what the report was about and what your idea was. However, the introduction could have been shortened somewhat because a lot of the information is repeated in the next sections of the report. In your report you state that: “*Placing this game in a sort of child museum (..) will benefit the children.*” How do you know this for a fact? Try using words like “we think”/“we believe”/“we hope”/“it may” in your reflections when you do not have a reference or own results to support it.

In addition, you write some assumptions in the introduction. This should be moved to the “Assumptions” part of your report. For next time, consider making the introduction short and concise. For example, it could contain only a short summary of your idea and why you think it is a good idea. Perhaps some opening words could be included as well. All in all, your introduction gives a good impression of what you want to accomplish.

Project goals

Your project goals are more or less a continuation of the introduction. We believe that maybe these two headlines could be merged together under a new headline “Main Idea”. The main goals of your project are specific and to the point.

Assumptions

Good assumptions! However, statements like “*When we design and develop (..) we keep in mind that*” shouldn't be used too much without supporting it with references. We recommend having a look at *isiknowledge.com* for articles on child psychology or borrowing the book “*Utviklingspsykologi*” by Tetzchner which may support most of your assumption. You

assume that “*Kids are able to read and write simple sentences and instructions*”. While this might be true, you have to keep in mind that children have different strengths and weaknesses. Some children might have a hard time reading and understanding instructions. It is therefore important to keep them very simple. Another approach could be to make the instructions visual by using picture for example.

Conceptual model

Good that you are focusing on the fact that the application should have little or no instruction to be able to use it. However we don't like the ID card idea as kids are prone to losing them and it is expensive to develop such an electronic card only for use in a single application, maybe you should consider other ways of being able to continue progress. You are open towards changing or modifying your idea which is good since when your designing new software it is important to listen to the user and change your game plan according to the feedback.

The conceptual model provides a good picture of what you want the application to be, good idea to use sound effects to attract more users to the table but you were not very precise on what you plan to make. Is it going to be a collection of existing programs, or are these only used for early prototypes and are planned to be replaced with your own applications? Also we cant decide if your are developing this for the Ipad or a multi-touch table? maybe both? it seems a bit vague,

Understanding the User

We would have liked to see a more detailed description of your users, like who the primary, secondary and tertiary users are. It would provide the reader with a better understanding of specifically what kind of children your targeting and also who else will be affected by your application. This will also provide you with a healthier final report with more text.

Goals

We would like an explanation of what exactly you mean with the different goals you state your project has. Right now it is just a list of key words. Not everyone might know exactly what these mean. How do these goals apply to your application?

Preparing for the workshop and the first meeting

You seemed well prepared for your first workshop and it was interesting to read about your workshop. We would have like a short explanation of how the applications you used for this part work and what your hoped to achieve by using them and would be nice to have a short list of the questions you asked the children. Apart from that it was great to see pictures from your workshop and it looked like you learned quite a lot about how children interact with touch devices and what they like and don't like. A shame the puzzle didn't quite work out as intended.

General conclusion:

We think that your idea needs to be refined more. The impression we get from your midterm report is that you want to take three already existing applications and mash them together into one. Are you going to make your own application with the three you mention as inspiration?

We believe that you need to have a more focused direction for your project. What do you want your product to be? This is a core question that we miss in your report and something you need to think about for future work. You also need to think about how the interface is going to look like. How will you make it intuitive enough so young children will understand what to do with assistance from grown ups?

All in all, your report is a good start, but we think that you still have a long way to go to have your own prototype ready for the final exam.